

BE C.A.U.S.E

Chronicle of the Canberra Amiga Users SociEty.

MEETINGS:

Meetings are held on the second Wednesday of each month on the second floor of the J.G. Crawford building at ANU, starting at 8:00 PM. Roll up any time after 7.30.

The next meeting will be held on the 8th of June at the Coombs Lecture theatre.

SUBSCRIPTIONS:

Annual fees are \$20, payable at any of the monthly meetings to the treasurer.

AIMS/BENEFITS:

CAUSE is an independant group formed to bring together people who own, use or are interested in the Commodore Amiga computer. Members receive a bulletin providing a wealth of information concerning the Amiga and are encouraged to attend our monthly meetings.

COMMITTEE:

Director: Peter McNeil - 54 5545(h)
Secretary: Scott Ferrett - 58 2214(h)
Editor: Steve Hardy - 55 1151(h)
Treasurer: John Bishop - 86 2909 (Leave a message for John)

SIGS:

Hardware: George Knight - 54 5642(h)
BBS: Wayne Myles - 85 1549(h)
C: Pat Purcell - 88 7394(h)
Beginners: Geoff Manning - 58 5319(h)

BULLETIN BOARD:

We have one, but it still doesn't have a home.

INTRO:

Well, here it is after a long rest. There isn't any particular organisation to this newsletter and the articles are a bit thin, but lack of time and lack of articles..... With a few more articles and a bit more time to organise them in we'll do better next time. So start writing those articles NOW, anything that you think may be of interest to other Amiga users. Bring your articles along to the July meeting. REMEMBER: YOUR NEWSLETTER NEEDS YOUR ARTICLES!!!!

IN THIS ISSUE:

- Pg 2 Hardware - some notes on the hardware offerings of the group.
- Pg 3 Some Basic - an Basic program converted and extended for the Amiga by Laurence Coombs.
- Pg 5 Beginners - some notes from Geoff Manning on the Beginners SIG.
- Pg 6 Kindwords - an evaluation by Peter McNeil.
- Pg 8 The Public Domain - the what, where, and how of our Public Domain library by Simon Tow.
- Pg 10 Special Interest PD - list of the latest compilation of programs into special interest disks by John Perkins.

HARDWARE:

There are several offerings that have been organised by George Knight for our bulk consumption. They are:

a. single disk drives @ \$290 for 10 or more buyers at a time. These drives are very good - slim line, low power consumption, 1 year warranty and a switch to stop the Amiga from recognising the drive.

b. not exactly hardware.... Magazines - Amiga World @ \$8.50 per issue Amazing Computing @ \$6.50 per issue for 10 or more buyers at a time for 3 months at a time. In other words, pay out \$19.50 every 3 months with 10 other user group members and get Amazing Computing by AIR MAIL.

Both of these deals have been arranged with the Sydney firm DISKWORKS.

George has also received some documentation on the hardware offerings of several Australian firms - AMIGA PERIPHERALS, PROTON, EXPANSION SYSTEMS. More details will be given in the next newsletter. If you can't wait, talk to George about them.

Anyone who knows of any good hardware deals, or can organise them, please contact George.

REM Solar System
 REM July 1981 Microcomputing Magazine
 REM Written for the AMIGA by Lawrence Coombs 1986

REM ON ERROR GOTO ErrorTrap

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PRINT "          ";
COLOR 1,2
PRINT "  A M I G A   O R R E R Y   "
COLOR 1,0
PRINT:PRINT
PRINT "This program will display the orbits and orbital periods of the"
PRINT "planets in our Solar System, with either normal or interlaced screen."
PRINT
PRINT "The scale is given in kilometers per pixel, with 1E6 = 1,000,000 km."
PRINT "You can experiment with much smaller values than 5E5 or 500,000 km,"
PRINT "but remember you may not see much at a very fine scale."
PRINT
PRINT "The location of the Sun can be anywhere, even off the screen, but"
PRINT "the value given is the centre of the screen."
PRINT
PRINT "The start time in days can be any value from 0 up.  If the value"
PRINT "chosen is greater than a planet's orbital period, then that planet"
PRINT "will be displayed as a complete circle/ellipse."
PRINT
PRINT "The final value is the number of days between each update.  When"
PRINT "looking at the inner planets, a value of 1 is reasonable, but when"
PRINT "examining the outer planets, a value of 30 or 100 is better."
PRINT
PRINT
INPUT "Do you want a interlaced screen display (y or n) ";a$

HiRes = 1
IF LEFT$(a$,1) = "Y" THEN
  HiRes = 2
ELSEIF LEFT$(a$,1) = "y" THEN
  HiRes = 2
END IF

PRINT
INPUT "Scale in kilometers per pixel (5E5 - 3E7) ";scale

ScaleString$ = STR$(scale)

PRINT
PRINT "The Sun's location, X , Y. ( 312,";94 * HiRes;
INPUT ") is reasonable ";Xsun,Ysun

SunScr = 1
IF Xsun < 0 THEN
  SunScr = 0
ELSEIF Xsun > 640 THEN
  SunScr = 0
ELSEIF Ysun < 0 THEN
  SunScr = 0
ELSEIF Ysun > 100 * HiRes THEN
  SunScr = 0
END IF

PRINT
INPUT "The start time. If >= 100000 then full orbits shown ";Sdays
PRINT

INPUT "The time for each increment in full days ";Tdays

TdaysString$ = STR$(Tdays)

FarX = Xsun : IF Xsun < 320 THEN FarX = 640 - Xsun
FarY = Ysun : IF Ysun < (100 * HiRes) THEN FarY = (100 * HiRes) - Ysun

MaxRad = SQR((FarX) ^ 2 + (FarY) ^ 2)

SCREEN 1,640,(200 * HiRes),2,(2 * HiRes)
NameString$ = "Solar System Display : " + ScaleString$ + " kilometers : "
NameString$ = NameString$ + TdaysString$ + " days"
WINDOW 2,NameString$,,16,1

PALETTE 0,0,0,0      : REM black
PALETTE 1,1,1,1      : REM white
PALETTE 2,1,1,.13    : REM yellow
PALETTE 3,0,0,.5     : REM dark blue

REM Orbit(I) = radius of planets orbit
REM Year(I)   = length of planets year
REM Ecc(I)    = eccentricity of planet      NB: a circle = .44 * HiRes (1 or 2)
REM Xoff(I)   = offset for ellipse          (Venus and Neptune at this scale)
REM

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Orbit(1) = 5.791E+07 : Year(1) = 87.97
                        Ecc(1) = .35 * HiRes : Xoff(1) = 5200000!
Orbit(2) = 1.082E+08 : Year(2) = 224.7
                        Ecc(2) = .44 * HiRes : Xoff(2) = 0!
Orbit(3) = 1.496E+08 : Year(3) = 365.26
                        Ecc(3) = .43 * HiRes : Xoff(3) = 1490000!
Orbit(4) = 2.279E+08 : Year(4) = 686.98
                        Ecc(4) = .4 * HiRes : Xoff(4) = 9120000!
Orbit(5) = 7.783E+08 : Year(5) = 4332.59
                        Ecc(5) = .42 * HiRes : Xoff(5) = 1.556E+07
Orbit(6) = 1.427E+09 : Year(6) = 10759.2
                        Ecc(6) = .42 * HiRes : Xoff(6) = 2.854E+07
Orbit(7) = 2.869E+09 : Year(7) = 30685.1
                        Ecc(7) = .42 * HiRes : Xoff(7) = 5.738E+07
Orbit(8) = 4.496E+09 : Year(8) = 60190.2
                        Ecc(8) = .44 * HiRes : Xoff(8) = 0!
Orbit(9) = 5.901E+09 : Year(9) = 90730.6
                        Ecc(9) = .41 * HiRes : Xoff(9) = 1.4911E+09

TwoPi = 3.1415 * 2

FOR Planet = 1 TO 9

  CIRCLE (Xsun,Ysun),(700000! / scale),2,,(.44 * HiRes)
  IF SunScr THEN PAINT (Xsun,Ysun),2

  Pstop(Planet) = 0
  SOrbit(Planet) = Orbit(Planet) / scale
  SXoff(Planet) = Xoff(Planet) / scale
  Arc(Planet) = Tdays / Year(Planet) * TwoPi
  Init(Planet) = Sdays / Year(Planet) * TwoPi

  IF Arc(Planet) > TwoPi THEN
    Arc(Planet) = Arc(Planet) - INT(Arc(Planet) / TwoPi) * TwoPi
  END IF

  Pstop(Planet) = Init(Planet) - INT(Init(Planet) / TwoPi) * TwoPi

  IF Init(Planet) > TwoPi THEN
    CIRCLE STEP (SXoff(Planet),0),SOrbit(Planet),3,,Ecc(Planet)
  END IF

NEXT Planet

Loop:
  Planet = 1
  WHILE Planet < 10

    IF SOrbit(Planet) > MaxRad THEN Planet = 1

    CIRCLE (Xsun,Ysun),1,2
    CIRCLE STEP (SXoff(Planet),0),SOrbit(Planet),3,Pstop(Planet),Pstop(Planet),Ecc(Planet)

    Pstop(Planet) = Pstop(Planet) + Arc(Planet)
    IF Pstop(Planet) > TwoPi THEN
      Pstop(Planet) = Pstop(Planet) - INT(Pstop(Planet) / (TwoPi)) * TwoPi
    END IF

    CIRCLE (Xsun,Ysun),1,2
    CIRCLE STEP (SXoff(Planet),0),SOrbit(Planet),1,Pstop(Planet),Pstop(Planet),Ecc(Planet)

    Planet = Planet + 1

  WEND

GOTO Loop

ErrorTrap:
  PRINT "PSTOP","SORBIT","SXOFF","ARC","INIT"
  FOR I = 1 TO 9
    PRINT Pstop(I),SOrbit(I),SXoff(I),Arc(I),Init(I)
  NEXT I
  STOP

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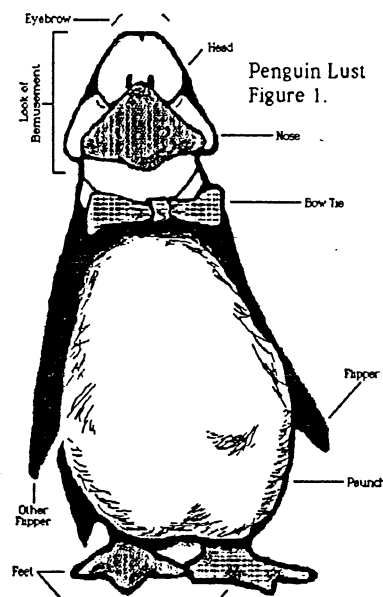
This is the beginning of what could be a very useful section of the CAUSE newsletter and group meetings. An organised form of help for those newer Amiga owners who are having trouble, or simply want to shorten the learning period, is in the process of being created.

BUT! This needs at least as much input from the needy as it does from the helpers, otherwise it will not exist. We, the "helpers" can only guess at what you, the "beginners" want. Envisaged at the moment is an special interest group meeting held during the informal monthly meeting where issues concerning beginners would be addressed. This could be broken into for example, two periods: the first to give a demonstration/tutorial on some aspect of the Amiga, and the other a controlled Question & Answer session.

This section of the newsletter might conceivably contain the best or most interesting of the second period's results, along with answers to questions which couldn't be answered at the meeting.

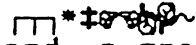
Think about it, and come armed with any suggestions or questions to the next meeting on the 8th of June at the Coombs Theatre.

P.S. We are also VERY short of people to help run this group. If you have a reasonable understanding of the Amiga DOS and its inherent idiosyncracies, please call me, Geoff Manning on 585319(H) or see me at the next meeting.



KINDWORDS

By Peter Mcneil.

Hands up those people who like Textcraft for it's simplicity, and relative speed for getting words onto a printed sheet and out the door. Hands up also, those people who don't like Textcraft because of the limited file handling, lack of fonts including symbols like , graphics and a spelling checker. Hands up all the people who dislike the graphic output quality of programs such as Pro-Write. Hands up all you people with sore arms.

Well now there is the word processor written for you. KINDWORDS is a newish word processor which claims to be quick and "bug" free. It also claims to be easy to use and have all the features that Textcraft doesn't.

The first two claims are not really true, the program is slow (same as Textcraft), except the printing which, is quicker than programs such as Pro-Write. The bugs are not bad ones in that they don't crash the machine (much) taking three pages of text with it, but they can be very annoying. Most of the bugs seem to be in the screen text handling, leaving out characters on the screen only to put them back in when you backspace.

Kindwords has three size fonts supported by SUPERFONTS, which is the system used to print out the text. These fonts are Roman 8,12, and 14. It also supports superscript, subscript, foreign and symbols. The symbols are the symbols shown in the first paragraph which can be used very effectively to make tables for reports. Kindwords also supports graphics from any paint program, the text can't flow around the graphics but the graphic output is very good though you have to play with the colours a lot, it makes you wonder why the paint programs can't put out that quality? On the next page is a graphic print-out.

The last feature of Kindwords is the Print Merge facility. This basically allows you to do mail merging of documents, though I haven't tried it someone has told me it works well.

Summing up, Kindwords is the update all you Textcraft fans have been waiting for. If you can stand fighting the screen bugs and doing a bit of mucking around the results can be quite stunning for a word processor. It seems Kindwords has struck upon what I see as the ideal level of functionality for a low end word processor, though the execution could be better with less on screen bugs.

PS. Writing this article I *did* crash the system, maybe I expect too much.



"Nero" from the TV show "Danger Mouse".
This picture was dumped from Kindwords.

Just when you thought it was safe to go back to doing that bit of 'real work' on your AMIGA, here is another time guzzler that you shouldn't refuse. The PUBLIC DOMAIN. Here is an occupation that can take up all your time as well as saving that precious little time you get to do 'real work'.

What is the Public Domain:

The Public Domain is basically - freely distributed programs and information. These programs vary in content from programs to demonstrate how use the AMIGA's special facilities, to fully blown programs. The quality in the early days varied greatly but now the quality is good enough in my opinion to compare with many commercial programs.

The obvious question is - why is it free? The answer appears to lie in the attitudes of the programmers who make their programs available. The attitude varies from making utilities and information available so that further development on the AMIGA can proceed more easily, to lack of interest in commercializing the programs. Partial commercialization in the form of 'Shareware' also exists. I will cover that concept at a later date.

Where do you get it?

The Public Domain programs can be found on bulletin boards and on disks collated and distributed by various people and groups. Our User Group has copies of the disks distributed by Fred Fish and AMICUS. Other sources are being investigated. There are currently 3 libraries and 2 librarians in the User Group. The third library is kept at the Torrens Medical Chambers for lending. Unfortunately this library is not up to date.

How do you get it?

The Public Domain librarians' phone numbers can be found at the end of this article. The procedure is:

1. contact the librarian, preferably on your side of town - there is a librarian for the North and Southside of Canberra.
2. either organise a time to drop off the required number of blank disks with the librarian or organise with the librarian for purchase of disks to copy onto - the librarians hold several boxes of blank disks for that purpose. The disks supplied are currently Precision disks @ \$3 per disk.
3. arrange a time/place to pick up the disks. Give the librarians plenty of time to copy the disks - they have other uses for their machines than copying and they are not paid for the time they spend. No Postal service is planned due to the addition cost per disk.

What's it going to cost me?

What's this about cost you say? You said they were free! The contents of the disks are free, but a copying fee of \$1 per disk is levied to provide additional funds to purchase new Public Domain Disks.

What have we got?

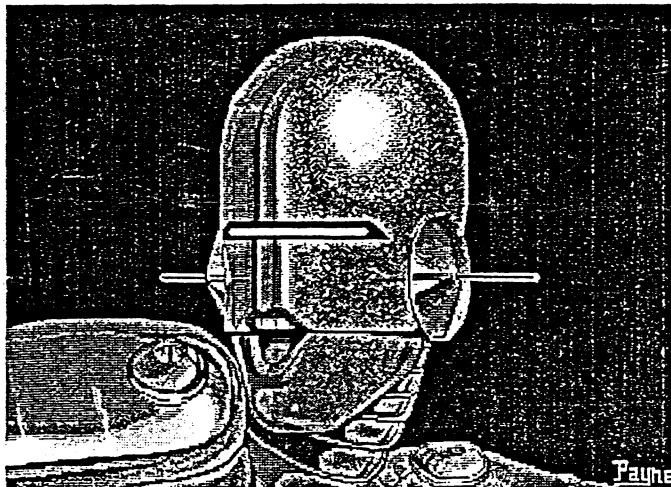
As of the 23 May 88 the 2 main libraries have:

1. A catalogue disk of all Fred Fish disks in the library (no AMICUS catalogue on this disk yet). There is no copying levy on the catalogue disk or updates to the catalogue disk.
2. Fred Fish disks 1 to 138. Enough to keep you tied for months on end.
3. AMICUS disks 1 - 26. There is some duplication between this series and the Fred Fish series.

The Southside library also has:

1. Several special interest disks from the Fred Fish series. The categories are currently: Games, DOS utilities, Business, Communications, Graphics and Demonstrations. Most of these categories consist of 2 disks.
2. Several demonstration disks of commercial products.
3. A few disks from other Public Domain series - AMIGAN 4, ENJA 8.
4. Our own groups Public Domain. There are currently only a few contributions - a very good solitaire card game, a all-singing all-dancing printing program and a couple of Amiga Basic programs.

Anyone with interesting programs, programs to solve a specific problem or anything that could be useful, please add them to our groups Public Domain disks - CAUSE #1 at the moment. Show how good our group is. Get your name advertised.



Public Domain Librarians:

North Side:	Lawrence Coombs	-	PH. 65 2041 (W)	51 5523 (H)
South Side:	Simon Tow	-	PH. 65 3998 (W)	88 8362 (H)
	John Perkins	-	PH. 65 4005 (W)	88 5085 (H)

SPECIAL INTEREST PD:

As well as the Fred Fish and AMICUS disks, our Public Domain Library includes some Special Interest Public Domain Disks, compiled especially for CAUSE. Most of these programs are from the Fred Fish and AMICUS disks, but they includes a few others.

1. PD_Games(1)

Lots of good games...

WBLander, Asteroids, Amoeba, Ristinolla, Backgammon, Breakout(3d), Missile, Othello, Gravity Wars, Cycles.

2. PD_Games(2)

ABasic Games...

Backgammon, Milestone, Canfield, Tunnel Vision, Othello, Cribbage, Klondike.

3. PD_Games(3)

AmigaBasic Games...

Switchbox, Tug-a-War, Push Over, Stairs, Wheel of Fortune, Circle of Success.

4. PD_Games(4)

Adventure, AmiGazer, Experts Only Mercenary Simulator.

5. DisplayHacks

101 ways to warp your workbench...

Includes: RobotRoff, DK, Melt, DropShadow, WaveBench, Oing and many more!

More disks will be available in the not too distant future. These will include disks of Dos Utilities, Graphics, Communications, and Sound.

To get copies of these disks, contact the appropriate disk librarian.